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<u>L6</u>	712/208,209,43,202,203.ccls.	897	<u>L6</u>
<u>L5</u>	710/29.ccls.	371	<u>L5</u>
<u>L4</u>	712/217,222,23.ccls.	1158	<u>L4</u>
<u>L3</u>	709/224.ccls.	2455	<u>L3</u>
<u>L2</u>	717/118.ccls.	153	<u>L2</u>
<u>L1</u>	717/136,137,138,139.ccls.	497	<u>L1</u>

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	<i>DB=DWPI; PLUR=YES; OP=ADJ</i>		
<u>L10</u>	(register\$ near4 based) and (stack\$ near5 based) and operand\$ and exception\$ and overflow and underflow\$ and (switch\$ near4 mode\$)	0	<u>L10</u>
	<i>DB=JPAB; PLUR=YES; OP=ADJ</i>		
<u>L9</u>	(register\$ near4 based) and (stack\$ near5 based) and operand\$ and exception\$ and overflow and underflow\$ and (switch\$ near4 mode\$)	0	<u>L9</u>
	<i>DB=EPAB; PLUR=YES; OP=ADJ</i>		
<u>L8</u>	(register\$ near4 based) and (stack\$ near5 based) and operand\$ and exception\$ and overflow and underflow\$ and (switch\$ near4 mode\$)	0	<u>L8</u>
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<u>L7</u>	(register\$ near4 based) and (stack\$ near5 based) and operand\$ and exception\$ and overflow and underflow\$ and (switch\$ near4 mode\$)	0	<u>L7</u>
	<i>DB=PGPB; PLUR=YES; OP=ADJ</i>		
<u>L6</u>	(register\$ near4 based) and (stack\$ near5 based) and operand\$ and exception\$ and overflow and underflow\$ and (switch\$ near4 mode\$)	4	<u>L6</u>
	<i>DB=USPT; PLUR=YES; OP=ADJ</i>		
<u>L5</u>	(register\$ near4 based) and (stack\$ near5 based) and operand\$ and exception\$ and overflow and underflow\$ and (switch\$ near4 mode\$)	2	<u>L5</u>
<u>L4</u>	L3 and accelarator\$ and cpu	0	<u>L4</u>
<u>L3</u>	(register\$ near4 based) and (stack\$ near5 based) and operand\$ and exception\$ and overflow and underflow\$	27	<u>L3</u>
<u>L2</u>	register-based and stack-based and operand and exception\$ and overflow and underflow\$	2	<u>L2</u>
<u>L1</u>	register-based and stack-based and opernd and exception\$ and overflow and underflow\$	0	<u>L1</u>

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1 [Real-time shading](#)



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

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Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or combining the effects of tens to hundreds of rendering passes. Today, almost every new computer with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabilities.

2 [Design and verification of the Rollback Chip using HOP: a case study of formal methods and hardware design](#)



Ganesh Gopalakrishnan, Richard Fujimoto

May 1993 **ACM Transactions on Computer Systems (TOCS)**, Volume 11 Issue 2

Publisher: ACM Press

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The use of formal methods in hardware design improves the quality of designs in many ways: it provides a better understanding of the design; it permits systematic design refinement through the discovery of invariants; and it allows design verification (informal or formal). In this paper we illustrate the use of formal methods in the design of a custom hardware system called the "Rollback Chip" (RBC), conducted using a simple hardware design description language called "HOP&r ...

3 [The elements of nature: interactive and realistic techniques](#)



Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug L. Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

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This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production techniques, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, and animation of natural phenomena. The course offers a nice balance of the latest interactive computer graphics hardware-based simulation techniques and the latest physics-based simulation techniques.


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